

**Drawings:**

FIG. 1                      **REPORTER Learning Process**                      1 of 12

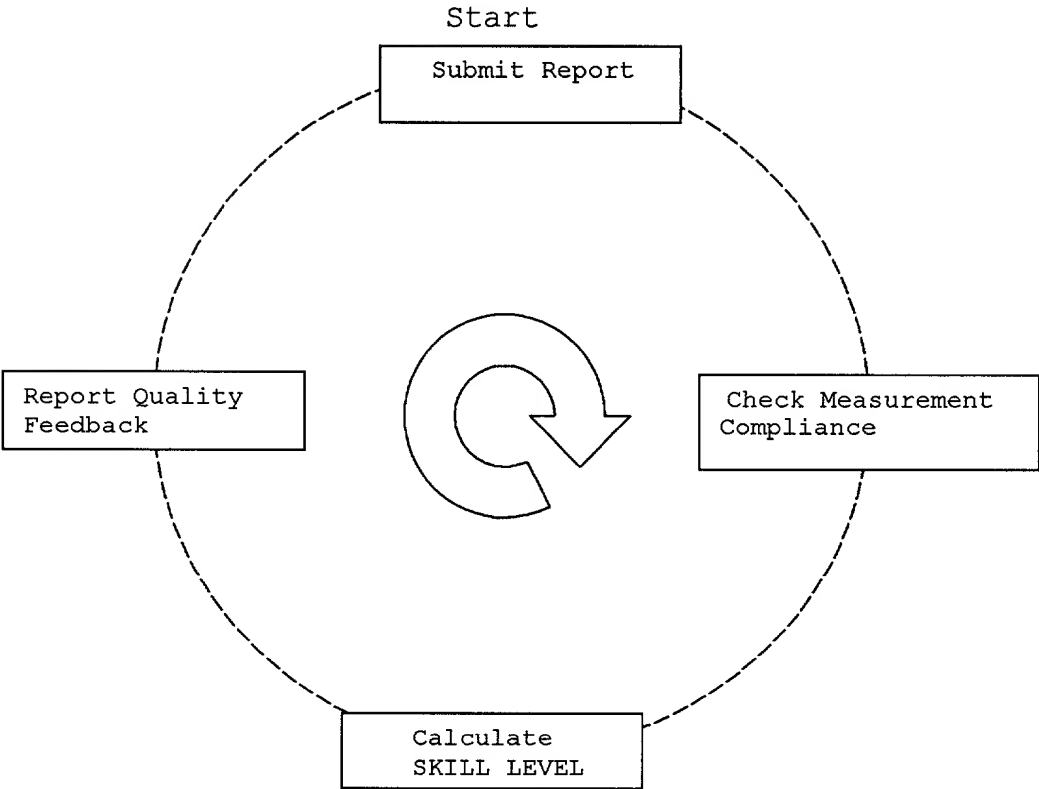
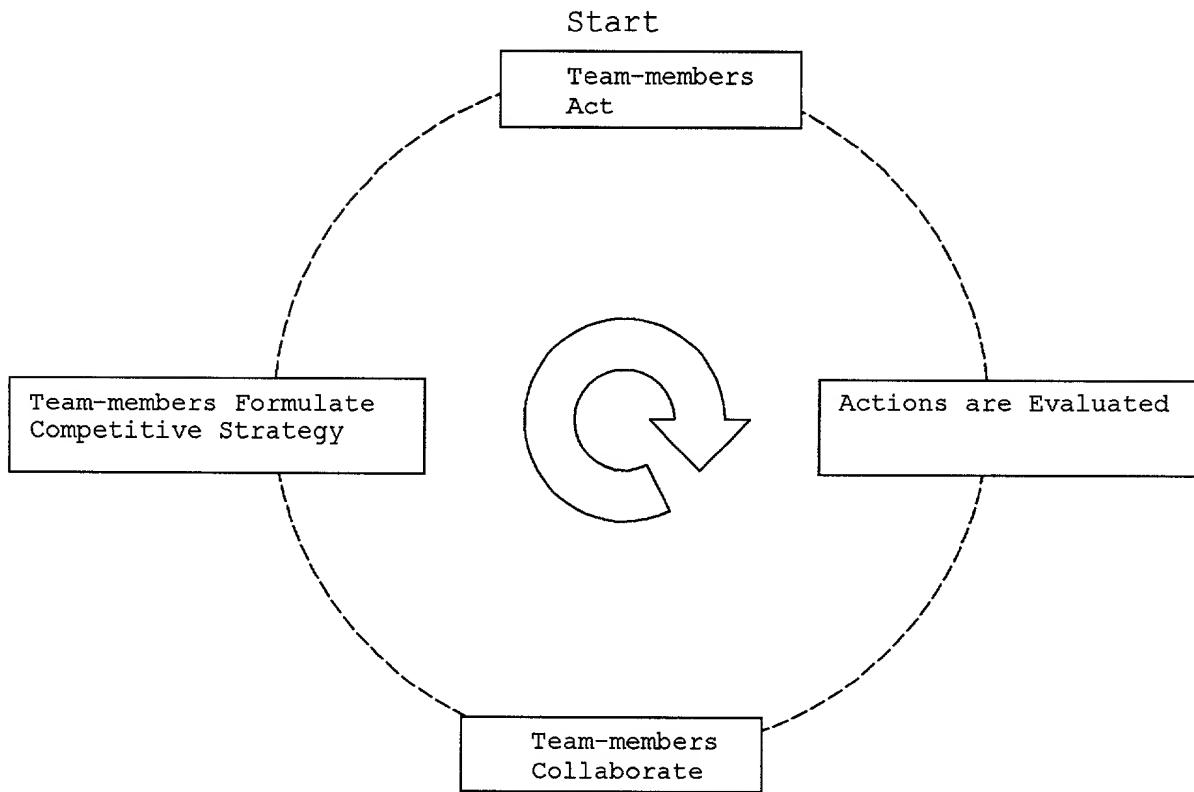


FIG. 2      **Team-member Learning Process**      2 of 12



Containment Diagram Showing Abstract Objects

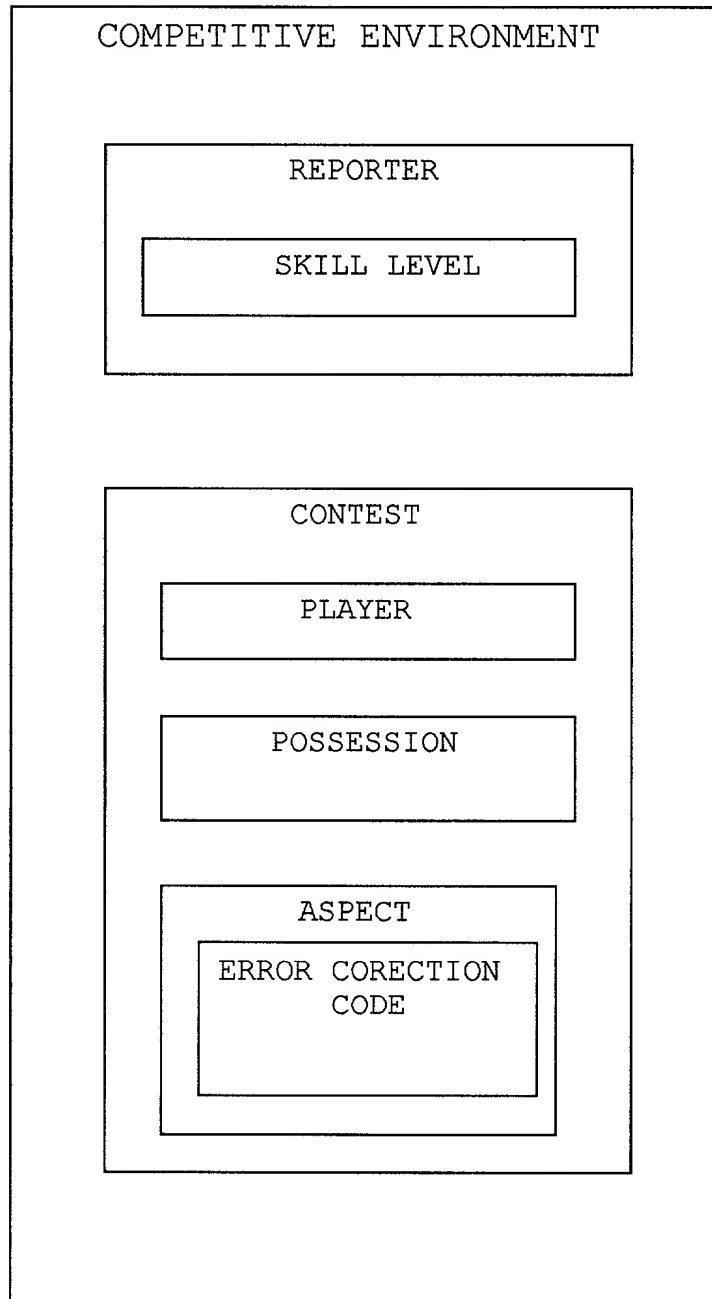


FIG. 4

Reporting System Components 4 of 12

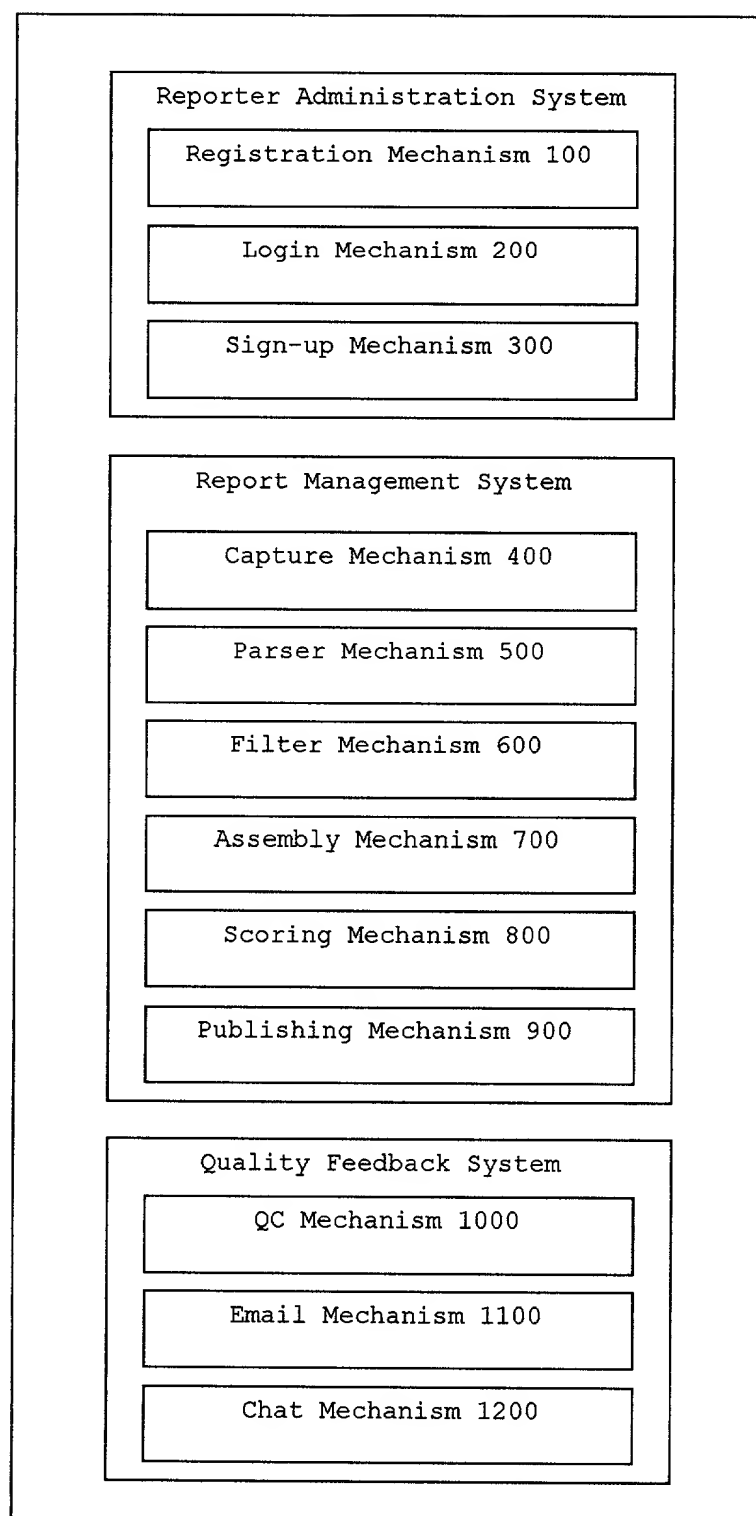


FIG. 5 Representative ASPECT Report 5 of 12

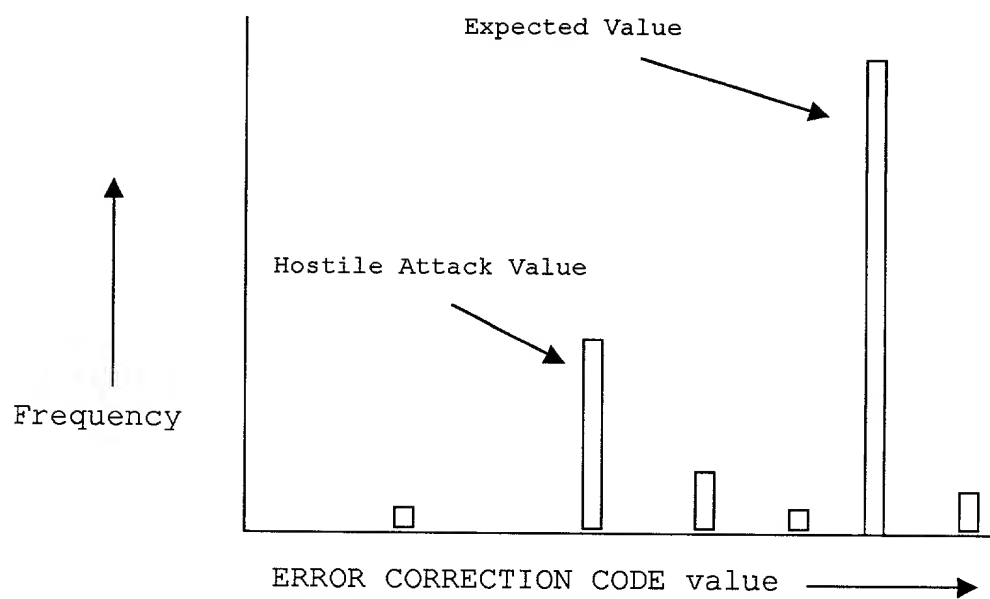


FIG. 6 Reporting System/PLAYER Interaction 6 of 12

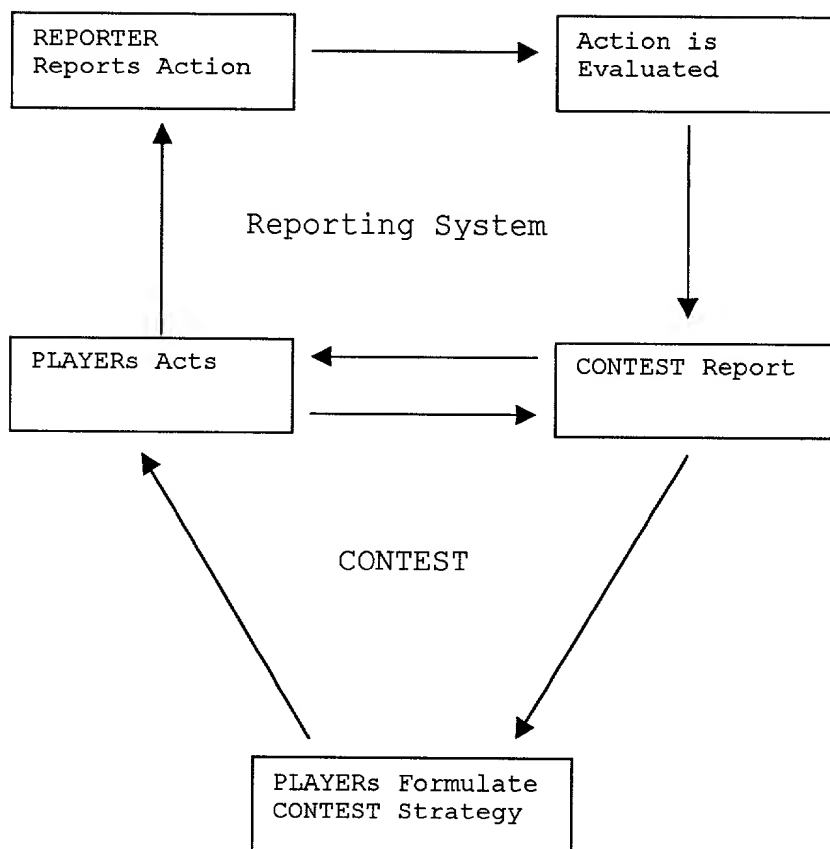
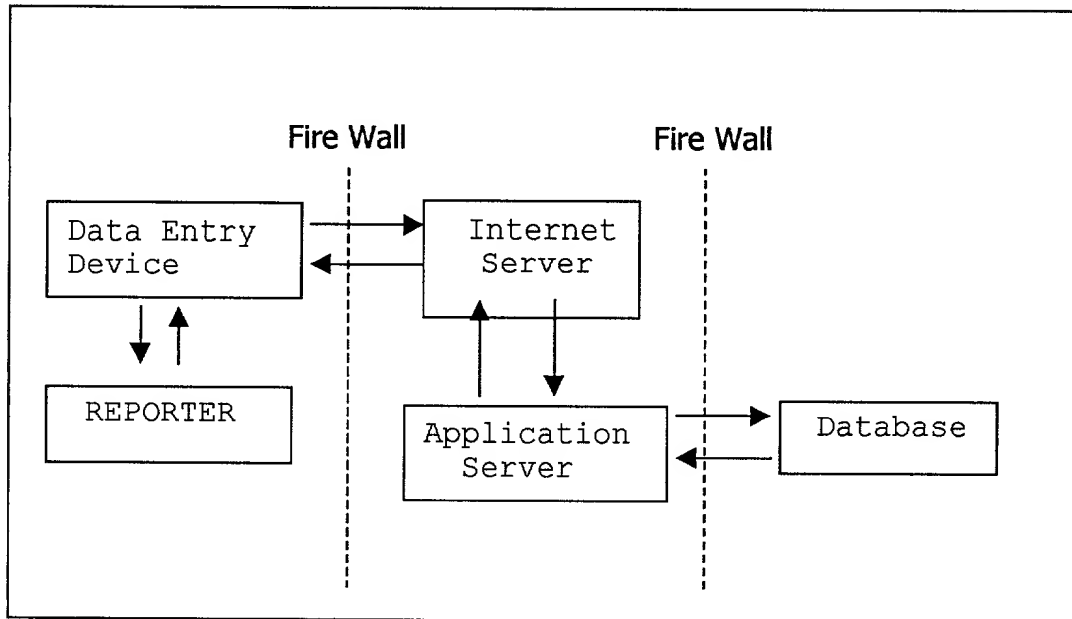


FIG. 7      Reporting System Configuration      7 of 12



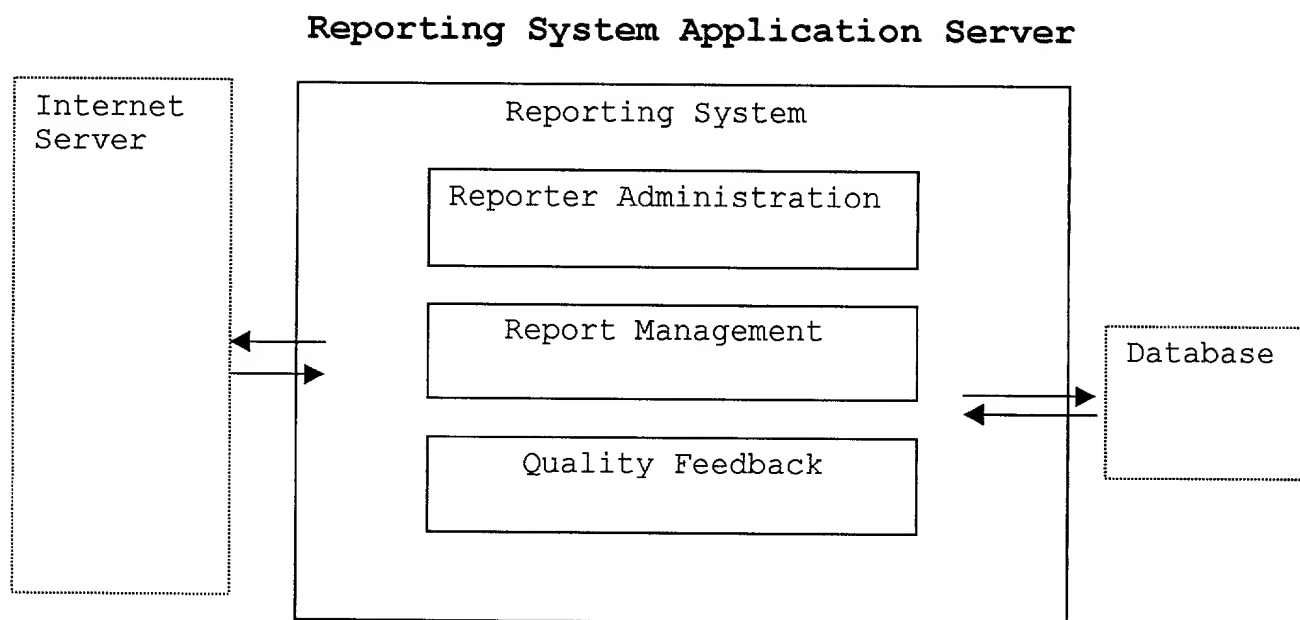




FIG. 9 Reporter Administration Process 9 of 12

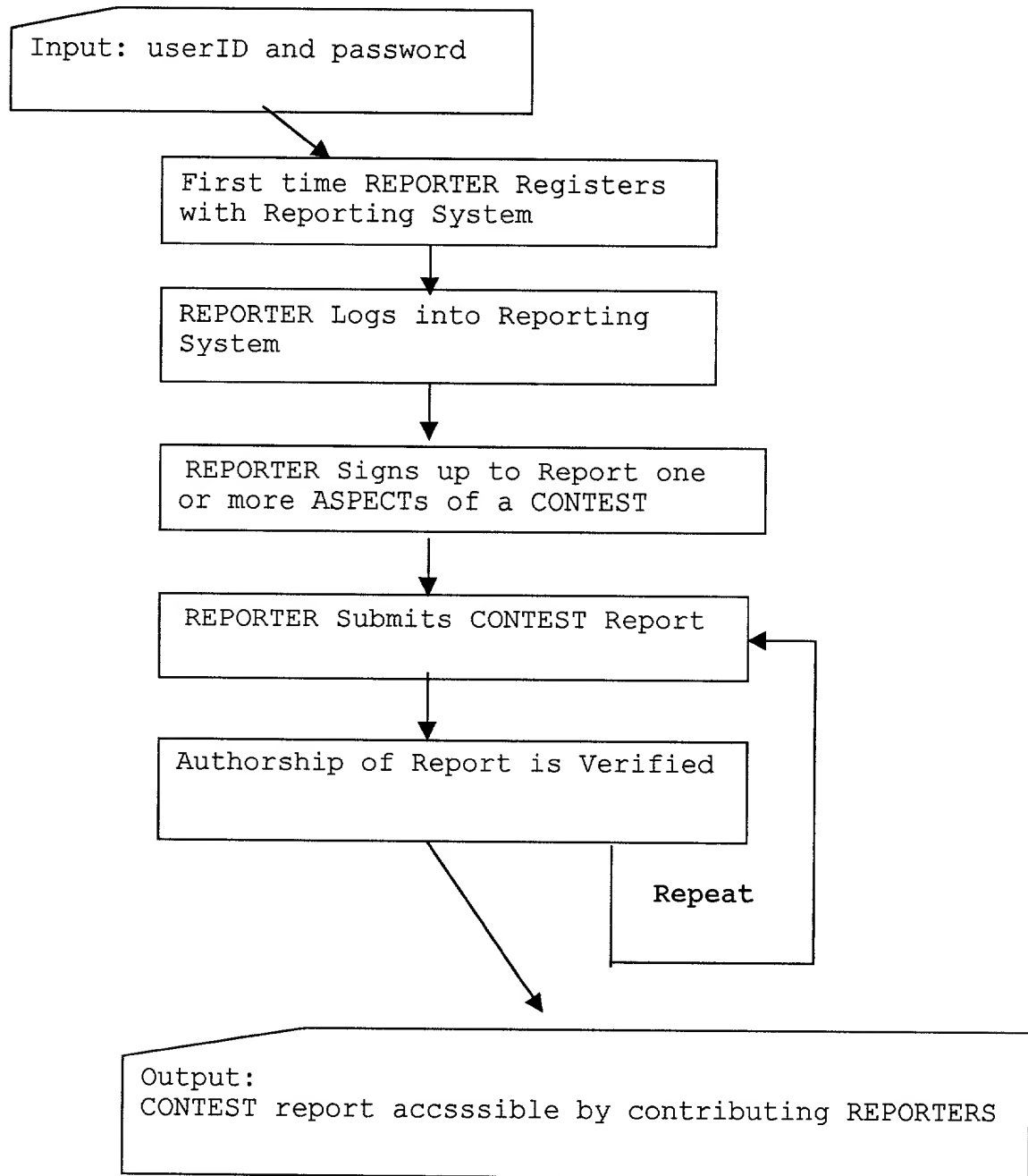


FIG. 10 Report Management Process Sequence 10 of 12

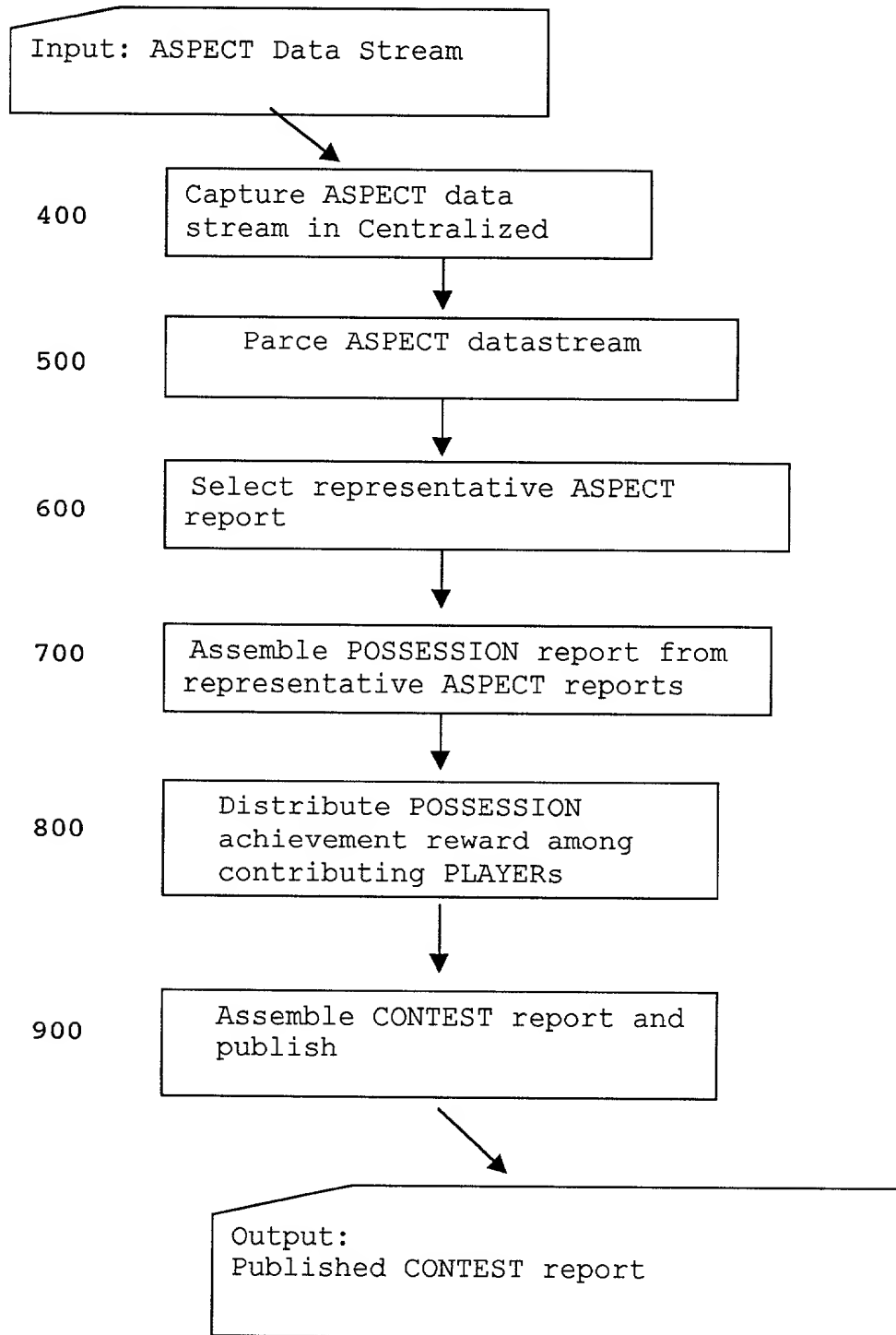


FIG. 11 Quality Feedback Process Sequence 11 of 12

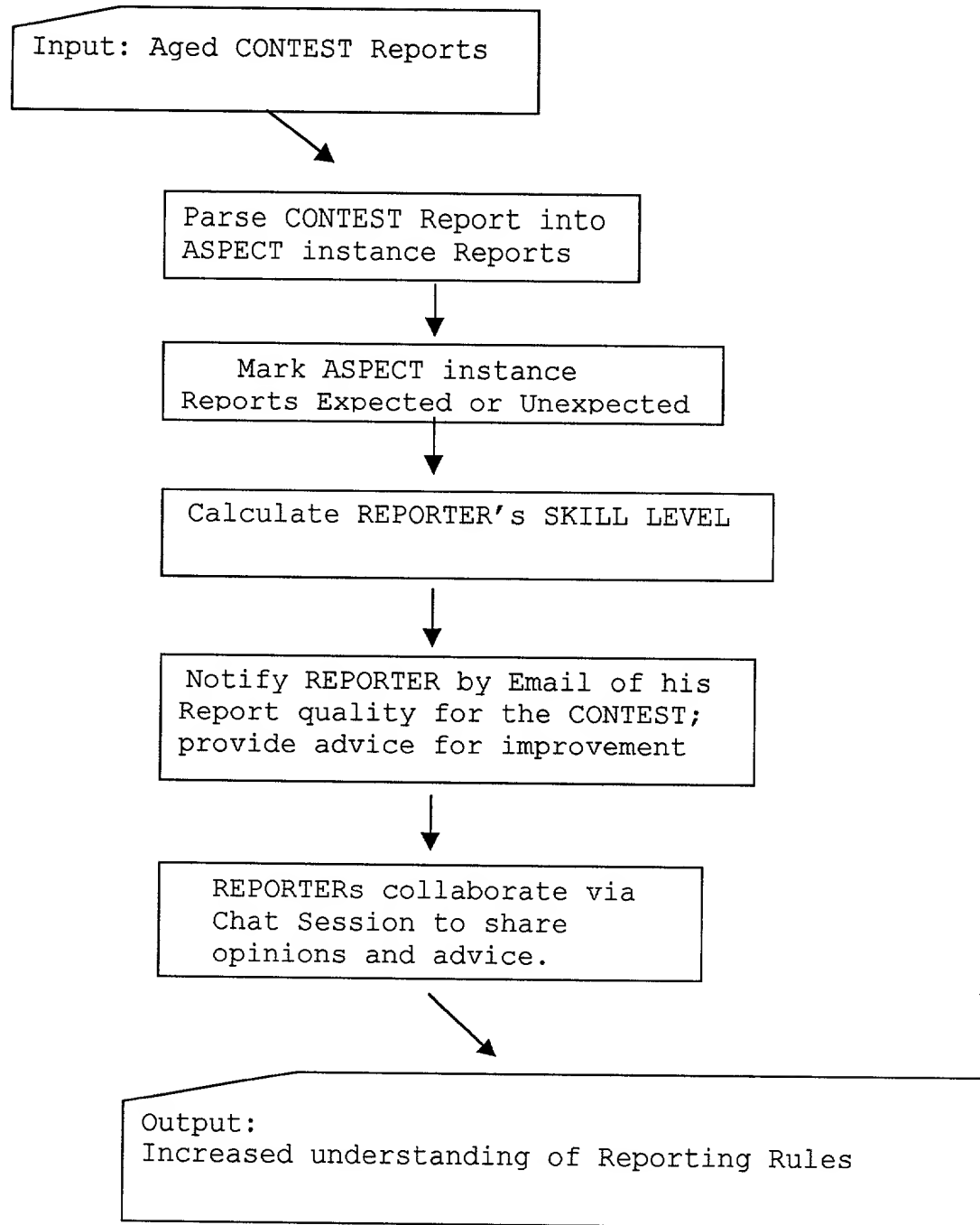


FIG. 12      PLAYER managed Reward System      12 of 12

